

sufficient implicit and/or explicit information has been received to designate the object as tracked. Thus, before storing any information regarding the observed state of an inanimate moveable object, the see-through display device **100** may determine whether the object is a tracked object, and then store the state information if the object is a tracked object. The see-through display device **100** also may detect information that changes an “importance score” assigned to objects. As described in more detail below, such an importance score may be compared to one or more threshold importance scores to determine whether to track object state information and/or what object state information to track.

[0016] An inanimate moveable object may be defined as tracked in any suitable manner. For example, the status of the object as tracked may be pre-defined (e.g. by a developer), may be user-defined, and/or may be adaptively learned. In embodiments in which some objects are pre-defined as tracked, the pre-definition may be applied to a set of objects considered to be important to most users, such as keys, wallets, financial transaction cards, and the like. Further, users may have the ability to remove an object that matches a pre-defined important object definition from the tracked object list, should tracking not be desired for that object.

[0017] An object may be designated as tracked in any suitable manner. For example, the see-through display device **100** may include an object designation mode in which the user holds or otherwise places an object within a field of view of an image sensor on the see-through display device **100**, scans an image of the object, and identifies it as tracked. As a more specific example, a user wearing the see-through display device **100** may use a voice command such as “track this object” while holding an inanimate moveable object (e.g. keys, wallet, credit/debit cards, etc.) in front of the see-through display device **100**, thereby triggering the see-through display device to store the object as a tracked object.

[0018] Further, in some embodiments, a user may be able to place time and/or location constraints on a tracked object designation. For example, a user who is traveling abroad may designate a passport as a tracked object for a specified date range or until returning to a specified location (e.g. home), such that the tracking will automatically end when the specified date, location, or other condition is met. Additionally, a user may have the option of changing a status of an inanimate moveable object from tracked to untracked at anytime. It will be understood that these methods for the user designation of tracked objects are presented for the purpose of example, and that a user may define a tracked object in any suitable manner.

[0019] As mentioned above, in some embodiments the see-through display device **100** may adaptively learn which objects to track. This may help a person locate objects that have not been explicitly defined as tracked objects, yet are of potential importance to the person. The see-through display device **100** may adaptively designate an inanimate moveable object as a tracked object based upon any suitable criteria. For example, the see-through display device **100** may designate an inanimate moveable object as a tracked object based upon a number, pattern, and/or frequency of sightings of and/or user interactions with the object, such that objects that are seen and/or interacted with more often are more likely to be considered important.

[0020] Further, the see-through display device **100** may recognize specific locations (e.g. home, office, and other locations), times, and/or situations (e.g. getting ready to go to work), and determine whether to designate an inanimate moveable object as a tracked object based upon a location and/or situation in which the user interacts with the object or in which the object is otherwise seen. For example, objects located at a user’s home bookshelf may be more likely to be objects of importance than objects located on a store shelf. As another example, objects that are placed down in close proximity to tracked objects may be more likely to be important than other objects. For example, a user may place keys, wallet, and mobile device down on a table together as a group. As yet another example, an object that is moved by another person may be considered to be potentially important.

[0021] Further, in some embodiments, a user may be able to designate a location and/or a time as a designated important location and/or time. In this manner, objects that the user interacts with in the designated location and/or time may be more likely to be important than in times and/or locations that are not designated as important. As an example, a user may designate a travel document carrier as an important object for the duration of a vacation. Similarly, objects that a user carries from home to another location may be more likely to be objects of importance than objects originating from the other location. For example, at a restaurant, it may be more desirable to track an object that a user removes from a coat pocket and places on a table than the user’s water glass.

[0022] As yet another example, objects that a user interacts with at certain times of the day (e.g. in the morning before going to work) may be more likely to be objects of importance than objects with which the user interacts at other times. Further, objects with which a user interacts in temporal proximity to a change of user context (e.g. before leaving home to go to work) may be likely to be important, as a user may interact with keys, wallet, a briefcase, smart phone, and the like before leaving home or the office. Objects with which the user interacts at the end of variable length events (e.g. time spent searching for keys each morning before finding the keys and/or exiting the house) also may be considered more likely to be important.

[0023] An inanimate moveable object may be adaptively designated as tracked in any suitable manner. For example, as mentioned above, an importance score may be assigned to detected and identified objects in video image data based upon locational, temporal, behavioral, and/or other factors relating to the interaction of a user of the see-through display device with the objects. If the importance score meets or exceeds a threshold importance score, then the object may be designated as tracked, and more detailed information regarding the state of the object (e.g. most recent location, historical locations, value of a variable physical property of the object, etc.) may be stored. Further, in some embodiments, different threshold importance scores may be used to define different levels of importance. This may allow different types of information to be stored, different types of alerts to be provided, etc. for an object based upon different levels of importance.

[0024] Patterns of user interactions with objects may be tracked in any suitable manner. For example, user behaviors may be classified based upon contextual information regarding the time, location, type of activity being performed,